

## **BACKGROUND OF THE INVENTION**

### **Field of the invention**

A video gaming device and method for wagering on a virtual football game.

### **Description of the Prior Art**

5        Slot machines, video poker machines and similar gaming device have been at the core of the gaming industry. Players enjoy such machines because of the prospect of winning money and the entertainment from playing the game(s) associated with particular machines. Consequently, gaming establishments seek new and more entertaining and exciting machines because such machines attract more

10      frequent play and increased profitability. Traditional gaming machines with mechanical slot reels or video depictions of such reels to display games and outcomes to players and simulated casino games such as cards, dice, bingo and the like to attract players have become staid to many players. Thus, innovative displays and game play features available to players provide more interesting and exciting

15      alternatives to traditional games. Accordingly, in the competitive gaming machine industry, there is a constant desire with gaming machine manufacturers to produce new types of games, or enhancements to existing games, to attract frequent play by increasing the entertainment value and excitement associated with the game.

In particular, there is a need for engaging and entertaining games that create

20      a competitive interactive play between the player and gaming machine to hold the player's interest. The present invention is such a video gaming device and method for wagering.

U.S. 6,135,885 describes a method for the player to play a wagering sports game such as football. The player makes a wager and defensive and offensive formations are selected and displayed. The play is run and based upon the outcome obtained the player either wins or loses their wager. The method includes providing

5 the player with an opportunity to double their wager.

U.S. 6,319,123 shows a method of playing a game including a plurality of events depicted in a series of sequential, non-identical images identified as a first image, a second image and so forth. A first image selected from the plurality of first images is displayed in a frame, such as a frame on a video monitor. Likewise, a

10 selected one of the second images from the plurality of second images is displayed in a second frame. If the images displayed in the frames sequentially depict the first and second images of the event, then a winning condition is achieved. An apparatus for performing the method is also disclosed.

U.S. 6,375,568 relates to an interactive gaming process and system.

15 Comprising a plurality of gaming machines to be played by plurality of players. The system can be configured such that the gaming machines are either located in a casino or at internet locations. Each gaming machine comprises a wagering game and a theme game, respectively. The wagering game has features that correspond to the theme game wherein the results of the wagering game influence the results of

20 the theme game as the wagering game is being played. The system also includes a controller for electronically linking the gaming machines and providing stimuli to the gaming machines so as to effect gaming machine outputs that are impartial and random. In one embodiment, the plurality of players play the wagering game as a

group wherein if one player's theme game results meet predetermined criteria, that particular player will play for the group. The group will then have the opportunity to split a jackpot. In another embodiment, the plurality of players play as a group wherein activation of each player's wagering game either helps or hinders the group

5       as a whole in its effort to achieve a predetermined goal. In a further embodiment, the players play their respective wagering game so as to directly compete against each other in the theme game. The results of the wagering games determines the winnings of each player, the eventual winner of the theme game and/or any predetermined jackpot.

10       2001/0046893 describes a game of chance involving a progression of events is conducted on one or more gaming machines. After receiving a wager from a player at a gaming machine, play of the game is initiated. To continue play of the game beginning from a point at which the game was paused, the personal identifier is provided to the central database via the same or another gaming machine and the

15       game status associated with the personal identifier is retrieved from the central database.

20       2003/0060255 describes a gaming device having a processor and a display device connected to the processor. The display device displays a plurality of choices to a player, whereby each choice has an associated number of points. The processor provides an initial number of picks to the player. The processor also maintains a regeneration amount, whereby the player receives a new number of picks if the points associated with the player's choices accumulate at least to the regeneration amount, within the provided number of picks. In one embodiment accumulating

points includes accumulating awards. If the player accumulates a predetermined goal amount of points, the player also wins a goal award.

2003/0060277 teaches an apparatus and method for operating a gaming device that enables a player to obtain an award based upon the number of goals the  
5 player is able to achieve during game play. The goals advance in difficulty as the player achieves each goal. The game terminates automatically when the player fails to achieve a goal.

2003/0119578 shows a gaming machine and a method of operation such a gaming machine. Comprising a video screen adapted to display a game of chance  
10 involving game events having random outcomes including winning outcomes and losing outcomes; and means adapted to display a range of video clips, each video clip being designated as either a winning video clip or a losing video clip; wherein the machine displays one of the winning video clips in response to one of the winning outcomes of a game event, and displays one of the losing video clips in response to  
15 one of the losing outcome of a game event.

Despite these efforts, there is a need for new entertaining interactive gaming devices to maintain players interest level in wagering on gaming devices or machines.

## SUMMARY OF THE INVENTION

The present invention relates to a video gaming device and method for wagering on a virtual football game. The video gaming device comprises a game cabinet to support a video screen or display, a selector control panel and a 5 wager/payment mechanism and to house a microprocessor.

The selector control panel comprises a plurality of selector control keys to generate game selections signals including play selections and wagering selections; while the wager/payment mechanism comprises a plurality of apertures to receive payment by the game player and means to generate a payment signal.

10       The microprocessor includes game data comprising a plurality of wager selections and a plurality of play selections. A data processing section including logic receives the game selection signals from the selector control keys and payment signals from the wage/payment mechanism and to generate display signals in response to the game selection signals and payment signals to be displayed on the 15 video screen or display in response to operator input from the selector control keys and wage information in response to input from the wager/payment mechanism, and to generate game play images on the video screen or display of individual selected play executed against the preprogrammed game plan of offensive or defensive plays and a preprogrammed game situation profile and display the wagering results.

20       The plurality of wager selections comprises a first and second set of wagers wherein the first set of wagers is a plurality of game period wager selections and the second set of wagers is a plurality of play wager selections; while the plurality of play selections comprises a first and second set of individual or proposition play selections

wherein the first set of individual or proposition play selections comprises a plurality of sets of selectable plays and the second set of individual or proposition play selections comprises a selectable plays from the first set, and a game plan and game situation profile.

- 5       The player is on offense or defense as determined by a virtual coin toss. As the virtual game progresses, the player selects wagers to be bet on each play against the predetermined game plan. The data processing section records the player's bank, wagers and calculates winnings/losses against predetermined odds. These amounts are displayed on the video screen or display along with the available play
- 10      selections, selected plays and executed interactive play pitting the selected proposition play against the preprogrammed game plan of offensive or defensive plays and a preprogrammed game situation profile.

The invention accordingly comprises the features of construction, combination of elements, and arrangement of parts that will be exemplified in the construction  
15      hereinafter set forth, and the scope of the invention will be indicated in the claims.

## **BRIEF DESCRIPTION OF THE DRAWINGS**

For a fuller understanding of the nature and object of the invention, reference should be made to the following detailed description taken in connection with the accompanying drawings in which:

5       Figure 1 is a front view of the gaming device of the present invention.

Figure 2 is a front view of the gaming device of the present invention displaying selection of an offensive/defensive proposition play set.

Figure 3 is a front view of the gaming device of the present invention displaying selection of an individual offensive/defensive play from the selected  
10      offensive/defensive proposition play set.

Similar reference characters refer to similar parts throughout the several views of the drawings.

## **DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT**

The present invention relates to a video gaming device and method for wagering on a virtual football game. As shown in FIGS. 1 through 3, the video gaming device generally indicated as 10 comprises a game cabinet and base or stand generally indicated as 12 to operatively support a video screen or display generally indicated as 14 and a selector control panel generally indicated as 16 and a wager/payout mechanism generally indicated as 18 and to house a microprocessor generally indicated as 20.

The video screen or display 14 may comprise a CRT; plasma screen or other device to visually display wagers, wagering results, player credit balance, game instructions, game period and individual play payoffs or odds, set and individual play selections, and selected offense and defense game play images. The video screen or display 14 is coupled to the microprocessor 20 to receive signals therefrom to create or generate the various visual displays.

The selector control panel 16 includes a plurality of selector control keys to selectively generate a corresponding plurality of game selection, wagering and display or viewing control signals fed to the microprocessor 20. The plurality of selector control keys comprises a plurality of game control keys to control the game, a plurality of wagering keys to select the amount of wagers and a plurality of display keys to selectively display a corresponding plurality of menus or game information/data and a game pointer control key.

Specifically, the plurality of game control keys comprises a start/enter key, a clear key and a cash out key indicated as 22, 24 and 26 respectively. The plurality of

wagering keys comprises a \$0.05/5¢ key, a \$0.25/25¢key, a \$1.00 key, a \$5.00 key, a \$25.00 key and a \$100.00 key indicated as 30,, 32, 34, 36, 38 and 40 respectively.

The plurality of display keys comprises a payoff or odds menu key, a money available/pending wager status key, a proposition wager menu key and a money

5 wagered key indicated as 42, 44, 46 and 48 respectively. The game pointer key comprises a tracker ball 50, mouse or similar cursor control.

The wager/payment mechanism comprises a currency receptacle 60, coin receptacles 62 and 64, a credit card slot 66 and a credit card key pad generally indicated as 68 and a cash return payout including a coin return/payout receptacle 10 generally indicated as 70 and a currency return payout slot 72. The various wagering section components are coupled to state of the art mechanical and electrical mechanisms and devices to receive, record, calculate, account and payout for the game transactions and plays.

The video gaming device 10 is connected to a power source by an electric 15 cord 74.

The microprocessor includes game data comprising a plurality of wager selections and a plurality of play selections. A data processing section including logic receives the game selection signals from the selector control keys and the payment signals from the wage/payment mechanism and to generate display signals in 20 response to the game selection signals and the payment signals to be displayed on the video screen or display in response to operator input from the selector control keys and wage information in response to input from the wager/payment

mechanism, and to generate game play images on the video screen or display of individual selected play executed against the predetermined or programmed game plan of offensive or defensive plays and the predetermined or programmed game situation profile and display the wagering results.

- 5        The programmed game situation profile comprises a plurality of sets of offensive and defensive plays wherein the plays within each set are determined by the game situation including down, distance to first down, field position, score, time left in period, period and time outs. The programmed game situation profile selects an offensive or defensive play from the plurality of preselected offensive or defensive
- 10      plays in the selected set of offensive or defensive plays to play against the play selected by the player.

The plurality of wager selections comprises a first and second set of wagers wherein the first set of wagers is a plurality of game period wager selections and the second set of wagers is a plurality of play wager selections; while the plurality of play

- 15      selections comprises a first and second set of proposition play selections wherein the first set of proposition play selections comprises a plurality of sets of selectable plays each set of selectable plays including a plurality of individual offensive or defensive plays and the second set of proposition play selections comprises a plurality of individual selectable offensive or defensive plays to be selected and played against
- 20      the predetermined game plan and predetermined game situation profile.

The player is on offense or defense as determined by a virtual coin toss. As the virtual game progresses, the player selects wagers to be bet on each play against the predetermined game plan and predetermined game situation profile. The data

processing section records the player's bank or balance, wagers and calculates winnings/losses against the predetermined odds. These amounts are displayed on the video screen or display along with the available play selections, selected plays and executed interactive play pitting the selected proposition play against the

5 programmed game plan of offensive or defensive plays and the programmed game situation profile.

The microprocessor 20 contains several tables to control the game play and display certain information/data. In particular, Tables 1 through 4 show game period payoffs, offensive play payoffs, defensive play payoffs and wager limits respectively.

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**TABLE 1**

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**Game Period Payoffs**

|  |                |
|--|----------------|
| Win 1 <sup>st</sup> Quarter                | 1 to 1 payoff  |
| Win 2 <sup>nd</sup> Quarter                | 1 to 1 payoff  |
| Win 1 <sup>st</sup> Half                   | 2 to 1 payoff  |
| Win 3 <sup>rd</sup> Quarter                | 1 to 1 payoff  |
| Win 4 <sup>th</sup> Quarter                | 1 to 1 payoff  |
| Win 2 <sup>nd</sup> Half                   | 2 to 1 payoff  |
| Win game                                   | 6 to 1 payoff  |
| Win game by 11-20 points                   | 9 to 1 payoff  |
| Win game by 21 <sup>+</sup> points or more | 15 to 1 payoff |

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**TABLE 2**

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**Offensive Play Payoffs**

|  |                |
|--|----------------|
| Return a kickoff to own 20-29 yard line  | Wager returned |
| Return a kickoff back to own 30-39 yard line   | 1 to 1 payoff  |
| Return a kickoff back to own 40-49 yard line   | 2 to 1 payoff  |
| Return a kickoff back to between 50 yard line and<br>opponent's 35 yard line                 | 3 to 1 payoff  |
| Return a kickoff back to between opponent's 34<br>yard line and opponent's 1 yard line       | 5 to 1 payoff  |
| Return a kickoff for a Touchdown   | 10 to 1 payoff |
| Gain 1-3 yards   | Wager returned |
| Gain 4 <sup>+</sup> yards  | 1 to 1 payoff  |
| On 4 <sup>th</sup> down, if you gain 4 or more yards and do<br>not make 1 <sup>st</sup> Down | Wager lost     |
| A 1 <sup>st</sup> down regardless of yardage gained  | 1 to 1 payoff  |
| If the offense makes a 1 <sup>st</sup> Down, even if the play<br>didn't go for 3 yards       | Push           |
| Offense scores a Touchdown   | 4 to 1 payoff  |
| Offense misses Extra Point   | Push           |

**TABLE 3**

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**Defensive Play Payoffs**

|  |                |
|--|----------------|
| Hold kick returner between own goal line and 19<br>yard line                   | 1 to 1 payoff  |
| Hold kick returner between own 20-29 yard line                                 | Wager returned |
| Kick returner reaches own 30 yard line   | Wager lost     |
| Hold offense to 0 yards or less  | 1 to 1 payoff  |
| Hold offense to 1-3 yards  | 1 to 1 payoff  |
| Sack Quarterback   | 2 to 1 payoff  |
| Recover Fumble or Intercept Pass   | 2 to 1 payoff  |
| Return Fumble or Interception for Touchdown                                    | 7 to 1 payoff  |
| Score Safety   | 5 to 1 payoff  |
| Offense misses Extra Point or Field Goal                                       | 2 to 1 payoff  |
| Block Punt of Field Goal   | 2 to 1 payoff  |
| Block Punt of Field Goal and return for Touchdown                              | 7 to 1 payoff  |
| Force Offense to loose ball on Downs   | 1 to 1 payoff  |
| Punt ball inside opponent's 5 yard line  | 2 to 1 payoff  |
| Blocked Punt   | Wager lost     |
| Punt ball inside opponent's 10 yard line                                       | 1 to 1 payoff  |
| Hold punt returner to 0-4 yards or less (Punt must<br>travel 42 yards or more) | 1 to 1 payoff  |
| Punt returner gains 4 <sup>+</sup> yards                                       | Wager lost     |

|  |                |
|--|----------------|
| **Punt returner holds you to 4 yards or less                           | Wager lost     |
| Hold punt returner to 5-9 yards (Punt must travel<br>42 yards or more) | Wager returned |
|  |                |

**TABLE 4**

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**Wager Limits**

Player can wager up 50% of total amount wagered on the game on each half.

Player can wager up to 25% of total amount wagered on the game on each quarter.

10 Player can wager up to 10% of the total amount wager on the game on each proposition wager.

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15 During game play, before each play, a message will appear on the video screen or display 14 such as You can wager up to X amount for each game proposition wager. A wager up to the amount given on the video screen or display 14 is placed before every play.

The menu for all game proposition wager can be displayed. If the player does not have the funds to make the wagers necessary to move the game along, a message will appear asking the player to deposit more cash or credit.

Before the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> quarters start, a message will appear on the screen 20 asking the player how much he would like to wager for that particular QTR.

Before the 2<sup>nd</sup> half starts, a message will appear asking the player how much the player would like to wager for the second half.

If a player quits after a game starts, the player forfeits any money already wagered.

5        Wagers are entered by pressing the desired wagering keys 30, 32, 34, 36, 38 and 40 to choose, a 5¢, a 25¢, \$1, \$5, \$25, or \$100. For example, if the player wants to wager \$175, the player would touch the \$100 key 40 once and the \$25 key 38 three times. A game wager, half wager and a quarter wager can be cleared by depressing the clear key 24 as long as the video screen or display 14 displays the  
10      wager placed as stated above.

Once the dollar amount has been established, the start/enter key 22 is pressed indicating the amount wagered. The amount wagered will appear on the video screen or display 14. By pressing the start/enter key 22, the "Play Call" screen appears. As shown in FIG. 2, the player uses the game pointer key 50 to move the  
15      cursor arrow to select a set of plays from the 16 sets available and then and presses the start/enter key 22. As shown in FIG. 3, the player then selects a play from the set selected by placing the cursor on the desired play and depressing the strat/enter key 22. The football players will appear at the "line of scrimmage" and a 40 second play clock will run. The play clock will only run when the "Play Call" screen is visible.  
20      The start/enter key 22 is depressed to snap the ball or execute the selected offensive or defensive play.

When a play is finished, the result of the play will appear on the video screen or display 14. For instance, if a four yard gain is made on a running play, a message

will appear and say, "Joe Smith runs for a gain of four yards, you earned "x" amount." The dollar amount available will appear on the screen along with the amount of money pending. The player depresses the start/enter key 22 to move to the next screen. The next screen will notify the player how much can be wagered.

5 The player then presses the appropriate wagering keys 30 through 40 to select the amount of money the player wishes to wager on the play. The start/enter key 22 is pressed to enter or set amount to be wagered.

Prior to commencement of play, the player may review a tutorial of how the game is played. For example, the following guide or instruction may be viewed.

- Welcome to the casino football interactive tutorial. The "hand" on the right will show you what keys to press and for what functions. The "information screen" you are reading will give you directions and information as we move forward through this tutorial.
- A message will appear and ask, "Which game would you like to play, you will have three choices: The \$5.99 (5) minute qtr. game, the \$100-249 (10) minute quarter game or the \$250+ (15) minute game.
- Now use the "trackball" below to select one of the 3 game options on the main screen, then press the start/enter key to lock in your game selection.
- Insert either money or a credit card in the machine.
- If money is inserted, a message will appear showing the amount available for wagering. If a credit card is used, instructions will be given on what to do.

Once the transaction has taken place, a message will appear showing the amount available for wagering.

- Next use the wagering keys to select how much you would like to wager, then press the start/enter key to lock in your decision.
- After the start/enter key has been pressed your full authorized wager amount with the new total will show.
- Next, you are told your total wagering amount and asked to press the start/enter key to continue with the game.
- Next, you are told your total wagering amount and asked to press the start/enter key to continue with the game.
- Next, you will be asked if you would like to wager on the first half? Use the “trackball” to select yes or no. Now press the start/enter” key to lock in your answer.
- After the start/enter key has been pressed you will be told the total amount you will be allowed to wager on the 1<sup>st</sup> half.
- After the start/enter key has been pressed you will be asked to select the amount you wish to wager on the 1<sup>st</sup> half. Use the wagering keys to choose the amount of your wager. Next, use the “enter/start” key to authorize your wager.
- Next, you are told your total wagering amount and asked to press the start/enter key to continue with the game.

- Next, you will be asked if you would like to wager on the 1<sup>st</sup> quarter. Use the “trackball” to select yes or no. Now press the start/enter key to lock in your decision.
- After the start/enter key has been pressed you will be told the maximum amount allowed to wager on the 1<sup>st</sup> quarter.
- After the start/enter key has been pressed, you will be asked to select the amount of you wish to wager on the 1<sup>st</sup> quarter. Use the wager keys to choose the amount. Next, use the start/enter key to authorize the amount of your wager.
- Next, you are told your total wagering amount and asked to press the start/enter key to continue with the game.
- Next, you will be asked to select heads or tails on the coin toss. Use the “trackball” to make your call. Next, press the start/enter key to lock in your decision.
- Now you will be asked to make a wager on the kick off with a limited amount. Select the wager keys for the amount of the wager. Next, depresses the enter/start key to authorize the amount.
- Next, you are told your total wagering amount and asked to press the start/enter key to continue the game.
- Next, the play call screen will be displayed. Use the “trackball” to select a “play-

set" number. Then press start/enter to continue. Note: each number represents as set 4 plays.

- Next, use the "trackball" to select one of the four plays from below the "play-set" numbers. Next, press the start/enter key to secure your play decision and watch the play run.
- You now see the play results. The screen also displays the wagering condition and whether you had a win or loss. You will be prompted to press the start/enter key to continue with the game.
- Now you will be asked to wager on a new play. Use the wager keys to choose your wager amount.
- Now press the start/enter key to authorize your amount.
- Next, you are told your total wagering amount and prompted to press the start/enter key to continue with the game.
- Next, the game's play call screen will show. Use the "trackball" to select a "play-set" number. Then press start/enter key to continue. .
- Next, use the "trackball" to select one of the 4 plays from below the "play-set" numbers. Next, press the start/enter key to secure your play decision and watch the play executed.
- You now see the play results. The screen also displays the wagering condition and whether you had a win or loss. You will be prompted to press the

start/enter key to continue with the game.

Certain information can be selected for display on the video screen or display

14. Specifically, the player can select to view the odds menu, money available, pending proposition menu and money wagered by pressing keys 42, 44, 46 and 48 respectively. The clear key 24 allows the player to eliminate a selection before 5 execution when pressing the start/enter key 22. At the end of the game, the player can cash out by pressing the cash out key 26.

As the play progresses, the player is guided through the game by instructions displayed on the video screen or display 14 such as:

Which game would you like to play ?

\$5-99 (5) minute quarter game

\$100-249 (10) minute quarter game

\$250+ (15) minute quarter game

Please insert cash or credit card for wagering.

You have \$200.00 for wagering. How much would you like to wager on this game?

Total: \$200.00

Use the wager keys below to select how much you'd like to wager.

You have selected \$100.00. If this is what you wish to wager then press the start/enter key now.

**Total: \$100.00**

Use the wagering keys below to select how much more you'd like to wager now.

You have authorized \$100.00 as a wager on this game. Good luck !

You now have \$100.00 available for wagering.

Please press start/enter to continue.

Do you wish to wager on the 1<sup>st</sup> half ? yes or no.

You may wager up to \$50.00 on the first half.

Select the amount you wish to wager?

**Total: \$100.00**

Use the wagering keys below to select how much you'd like to wager now.

You have selected \$25.00. If this is what you wish to wager then press the start/enter key now.

You now have \$75.00 available for wagering.

Please press start/enter to continue.

Do you wish to wager on the 1<sup>st</sup> quarter ? yes or no

**Do you wish to wager on the 1<sup>st</sup> quarter ? yes or no**

You may wager up to \$25.00 on the 1<sup>st</sup> quarter.

Select the amount you wish to wager ?

Total: \$75.00

Use the wagering keys below to select how much you'd like to wager now.

You have selected \$10.00. If this is what you wish to wager then press the start/enter key now.

You now have \$65.00 available for wagering.

Please press start/enter key to continue.

Use the trackball to select a call on either heads or tails.

**Heads! Your team receives the ball! Good luck!**

You may wager up to \$10.00 on the kick off.

Use the wagering keys below to select how much you'd like to wager.

Total: \$65.00

Use the wagering keys below to select how much you'd like to wager now.

You have selected \$5.00. If this is what you wish to wager then press the

start/enter key now.

Total: \$60.00

Use the wagering keys below to select how much more you'd like to wager now.

You have authorized \$5.00 as a wager on the 1<sup>st</sup> quarter. Good luck!

You now have \$60.00 available for wagering.

Please press start/enter to continue.

Use the trackball to select a number from the list below.

Each number represents a play set of 4 individual plays.

Use the trackball to select a number from the list below.

Each number represents a play set of 4 individual plays.

Use the trackball to select a number from the list below.

Each number represents a play set of 4 individual plays.

Jackson Davis – number 14 stopped on the 27 yard line.

A "push" resulted and no money exchanged hands.

You now have \$65.00 available

Please press start/enter key to continue game.

You may wager up to \$10.00 on the play.

Select the amount you wish to wager.

Total: \$65.00

Use the wagering keys below to select how much you'd like to wager now.

You have selected \$5.00. If this is what you wish to wager then press the start/enter key now.

Total: \$60.00

Use the wagering keys below to select how much you'd like to wager now.

You have authorized \$5.00 as a wager on the 1<sup>st</sup> quarter. Good luck!

You now have \$60.00 available for wagering.

Please press start/enter to continue.

Use the trackball to select a number from the list below.

Each number represents a play set of 4 individual plays.

Use the trackball to select a number from the list below.

Each number represents a play set of 4 individual plays.

Dan White – number 85 gains 20 yards on the pass to stop on the 45 yard line. It is

now second down in the 1<sup>st</sup> quarter.

You win \$5.00 + your wager back ! totaling \$10.00! You now have \$70.00 available.

Please press start/enter key to continue your game.

It will thus be seen that the objects set forth above, among those made apparent from the preceding description are efficiently attained and since certain changes may be made in the above construction without departing from the scope of

- 5 the invention, it is intended that all matter contained in the above description or shown in the accompanying drawing shall be interpreted as illustrative and not in a limiting sense.

It is also to be understood that the following claims are intended to cover all of the generic and specific features of the invention herein described, and all

- 10 statements of the scope of the invention that, as a matter of language, might be said to fall therebetween.

Now that the invention has been described,